N64 MAGAZINE

+

GAMEGUIDE

AND MORE!

GUIDES IN ONE - A

BLEGA

PLAYING GU

DOU

TWO N64 P

Pokémon Snap

- *Maximise your monster scores!*
- *Unlock every level!*

- *Play to win!*
- *Bust open the game in record time!*
- *The Ultimate Cheat!*

Turok 3

NO. 22 +

Devious tips and handy advice for loads of other top N64 games

Double Game Guide +

POKÉMON SNAP & TUROK 3: SHADOW OF OBLIVION

Written by **Martin Kitts**

CREDITS

N64 MAGAZINE'S DOUBLE GAME GUIDE +: POKÉMON SNAP AND TUROK 3

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Editor Andrea Ball

Written by Martin Kitts

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Contents

Pokémon Snap 6

Monster finder 7

Unlocking the levels 30

Pokémon signs 31

Classic kills 33

Turok 3: Shadow of Oblivion 35

Chapter 1 36

Chapter 2 40

Chapter 3 44

Chapter 4 48

Chapter 5 52

Plus...

Starcraft 64 56

Excitebike 64 57

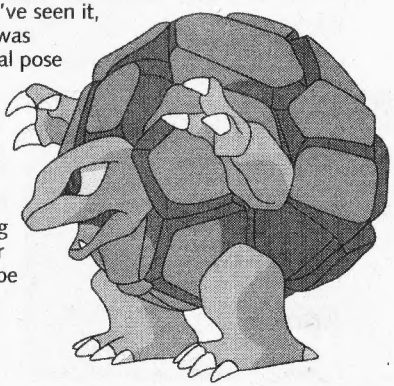
GoldenEye 58

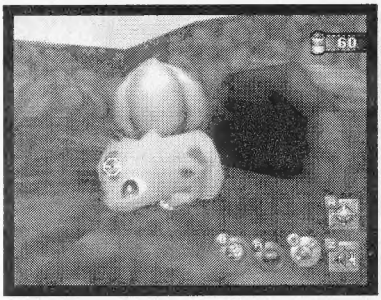
Turok 3 64

POKÉMON SNAP

Right about now, we'd guess a good many of you are thoroughly absorbed in Nintendo's latest Pokémon adventure. Being a monster photographer is a rewarding pastime, but it can also be a frustrating one if you're not sure where to look for your next picture. After all, some of the visual clues in the game are a little obscure, and it could take weeks of trial and error before you stumble across pictures of the likes of Gyrados or the Pikachu/Articuno combination. What you need is a field guide to the monsters you'll find inhabiting Pokémon Island. A guide that tells you where to look, and what you should do to flush some of the more camera-shy creatures from their hiding places... Well here it is!

As long as you've got this concise, portable reference book to hand when you go snapping, you'll never get stuck. The levels will open up before you, and those monsters will strike their best poses in front of your lens. Tick off each creature when you've seen it, and also note if it was performing a special pose when you tracked it down. That way, when you're a world-renowned *Snap* veteran, recounting those happy Poké-hunting expeditions to your grandchildren will be all the easier.





N°1 Bulbasaur

LOCATION: RIVER

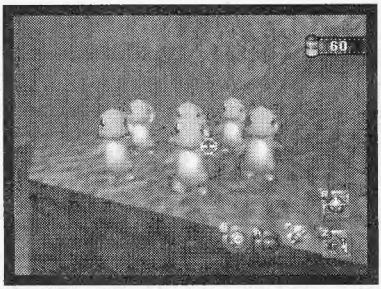
Seen it: ☐ Special pose: ☐

Bulbasaurs are hiding in the craters to the left of the start, and there's a special one lurking inside the hollow log. Throw an apple by the entrance to lure it out from its nest.

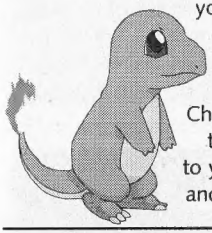
N°4 Charmander

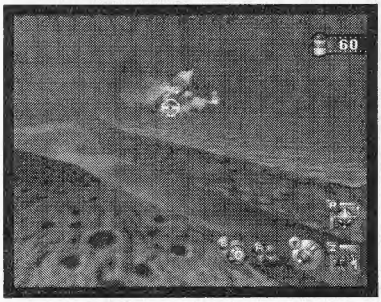
LOCATION: VOLCANO

Seen it: ☐ Special pose: ☐



Roll to a halt behind the large egg and look to your left. If you throw apples towards the lone Charmander here, it'll call loads of its mates to join the feast. Use more apples to draw the group closer to you, then play the Pokéflute to make them dance and thousands of points will be coming your way.





N°5 Charmeleon

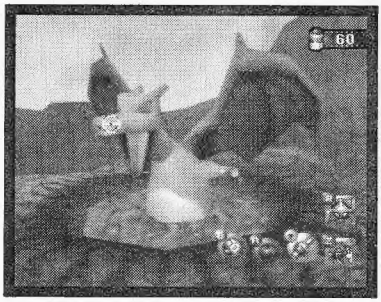
LOCATION: VOLCANO

Seen it: ☐ Special pose: ☐

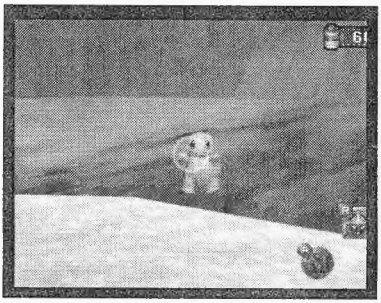
After the two Vulpixes, there's a Charmander and a Magmar on a rock to the left. Throw an apple 'tween them and the Magmar will breathe fire at the Charmander, making it evolve.

N°6 Charizard

LOCATION: VOLCANO			
Seen it:		Special pose:	



At the end of the level, knock the Charmeleon into the lava using apples or Pester Balls. Get it right and a Charizard will rise from the molten rock. Throw an apple at it to make it breathe fire.



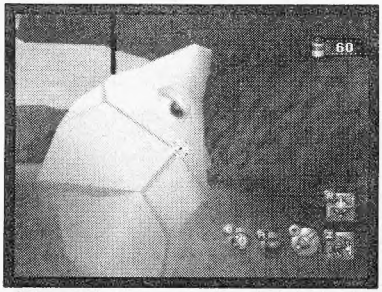
N°7 Squirtle

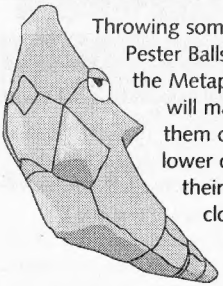
LOCATION: VALLEY			
Seen it:		Special pose:	

Throw Pester Balls at the submerged Squirtles at the start, knocking them out of the water. Try to get as many as you can, and feed them to draw them together for a quality group pic.

N°11 Metapod

LOCATION: RIVER			
Seen it:		Special pose:	





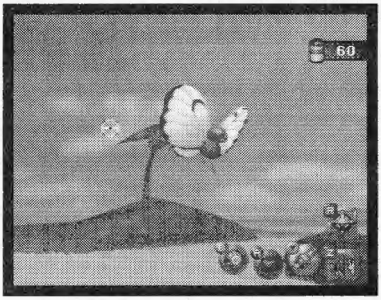
Throwing some Pester Balls at the Metapods will make them dangle lower on their silky strings. You can obtain a pretty decent close-up shot of one, but just like in the Pokémon titles on the Game Boy, any Metapod is a dull old monster.

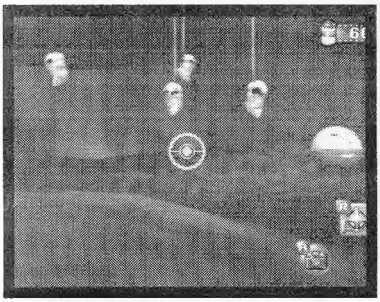
Nº12 Butterfree

LOCATION: BEACH

Seen it: ☐ **Special pose:** ☐

You'd be lucky to hit one of these speedy devils with a Pester Ball. Doesn't matter too much though, as they're common. Shoot loads of frames – one is certain to be a good, centred pic.





Nº14 Kakuna

LOCATION: TUNNEL

Seen it: ☐ **Special pose:** ☐

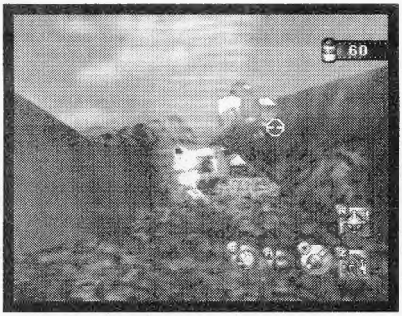
To get the Kakunas to drop down from the ceiling, throw Pester Balls at an Electrode. When it explodes, up to three Kakunas will fall down for their close-up picture.

Nº16 Pidgey

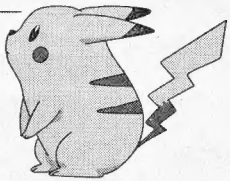
LOCATION: BEACH

Seen it: ☐ **Special pose:** ☐

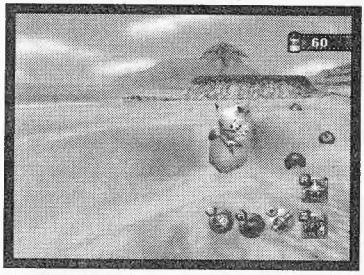
Speed through the level until you see Meowth chasing a Pidgey for the second time. Look to the right and two Pidgeys will perform gust attacks. The Prof will be most pleased to see a picture of this rare event.



N°25 Pikachu



You'll find Pikachus all over the place, and occasionally you'll be able to make them perform tricks. Here's how it's done...



Surfing Pikachu

LOCATION: BEACH

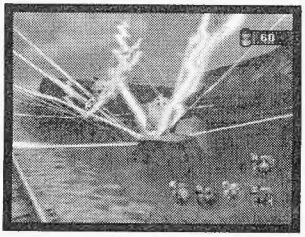
Seen it: ☐ **Special pose:** ☐

Throw a trail of apples to lead the first Pikachu up to the surfboard. If it stands on the board, wait until it does a backflip for maximum points.

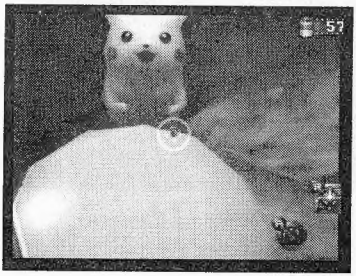
Pikachu on a stump

LOCATION: BEACH

Seen it: ☐ **Special pose:** ☐



Throw lots of apples or Pester Balls into the first grassy area on the left. This will flush a Scyther out of the tall reeds and scare two Pikachus out, too. If you play the Pokéflute, you can get a great pic of the Pikachus thundershocking the tree stumps.

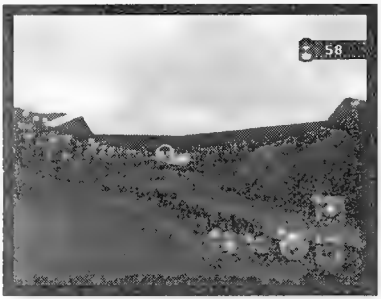


Pikachu on a ball

LOCATION: TUNNEL

Seen it: ☐ **Special pose:** ☐

Take a snap of the first Pikachu and it will run away a short distance. Photograph it a couple more times and it will hop on an Electrode and roll towards you.



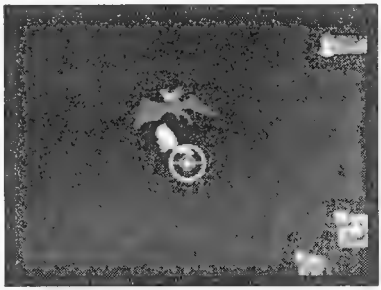
Speed Pikachu

LOCATION: BEACH
Seen it: ☐ Special pose: ☐

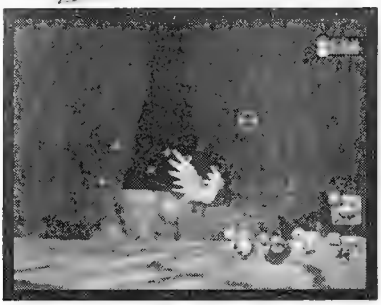
Snap the Pikachu on the log on the left-hand bank of the river, right at the end. It will zoom about all over the place. If you can get a good shot of it, you'll get some nice bonus points.

Balloon Pikachu

LOCATION: TUNNEL
Seen it: ☐ Special pose: ☐



Throw Pester Balls at the Zubat carrying Pikachu near the end of the Cave level. Aim high, and you'll eventually hit it. It will drop Pikachu, and you'll be rewarded by the remarkably cute sight of Pikachu floating away to safety.



Pikachu on a bird

LOCATION: BEACH
Seen it: ☐ Special pose: ☐

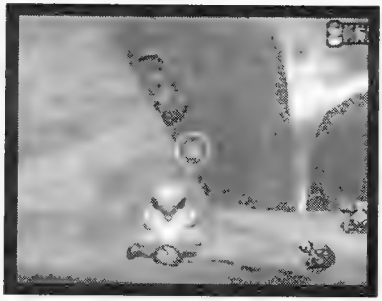
Release Articuno (see N°144) after freeing Balloon Pikachu. Look behind you as you approach the Jigglypuff stage and Pikachu will be riding the legendary bird.

Nº27 Sandshrew

LOCATION: VALLEY

Seen it: ☐ Special pose: ☐

Knock a Geodude off the wall and the vibration it makes when it hits the floor will cause a Sandshrew to emerge from the dust. What are you waiting for? Rattle off some shots!



Nº28 Sandslash

LOCATION: VALLEY

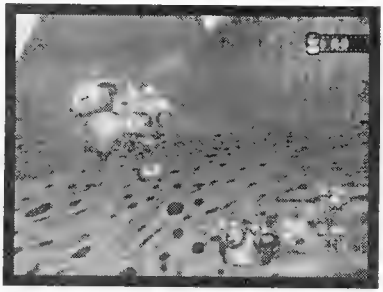
Seen it: ☐ Special pose: ☐

Look out for a Sandslash, a Graveler and two Geodudes on a rocky plateau. Throw Pester Balls at the Geodudes to make the Sandslash leap up from beneath the ground.

Nº37 Vulpix

LOCATION: VOLCANO

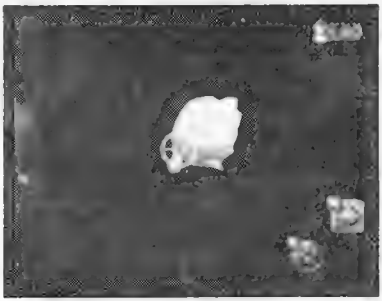
Seen it: ☐ Special pose: ☐



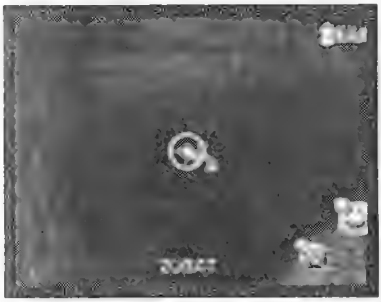
Feed the two Vulpixes near the start of the level with apples. If you can make both look towards the camera while applauding, it's worth plenty of points from the Prof.

N°39 Jigglypuff

LOCATION: CAVE
Seen it: Special pose:



Save the three Jigglypuffs by hitting the Koffings chasing 'em. Near the level's end, there's a stage where the Jigglypuffs will sing for you. Playing the flute during the song will annoy them.



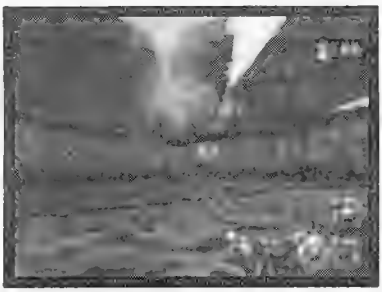
N°41 Zubat

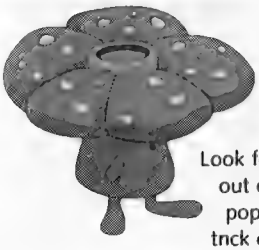
LOCATION: CAVE
Seen it: Special pose:

Photograph all of the Zubats when you spot them during the level. Get them all on film and then, right at the end, they'll line up in a nice formation for a decent group shot.

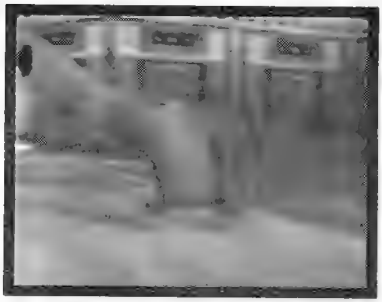
N°45 Vileplume

LOCATION: RIVER
Seen it: Special pose:





Look for a pile of leaves with green smoke billowing out of the top. Play the flute to make Vileplume pop out from its den and dance. Repeating the trick can get you pictures of four different dances.



N°50 Diglett

LOCATION: TUNNEL

Seen it: ☐ Special pose: ☐

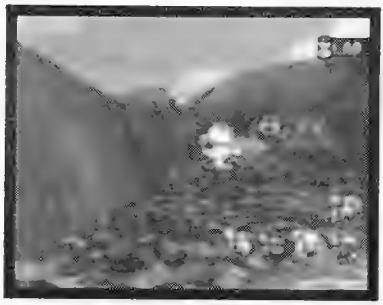
You'll find Diglett near Pikachu inside the power plant. Get a shot of Pikachu sniffing Diglett's head if you want maximum novelty value for your presentation to Prof Oak.

N°51 Dugtrio

LOCATION: TUNNEL

Seen it: ☐ Special pose: ☐

Keep taking pictures of the Diglett whenever it pops up. Pikachu will follow it until it turns into a Dugtrio. Take another picture to make more Dugtrios appear, earning you loads more bonus points.



N°52 Meowth

LOCATION: BEACH

Seen it: ☐ Special pose: ☐

Hit the first cat with a Pester Ball and it'll pose for you. Play the flute and it'll dance. Wait 'til two Pidgeys attack it, then use balls to scare the birds away. Meowth will dance again as a reward.

Nº54 Psyduck

LOCATION: VALLEY

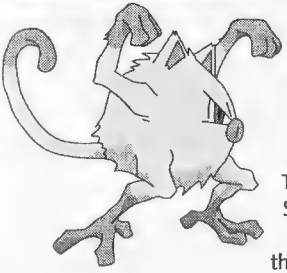
Seen it: ☐ **Special pose:** ☐

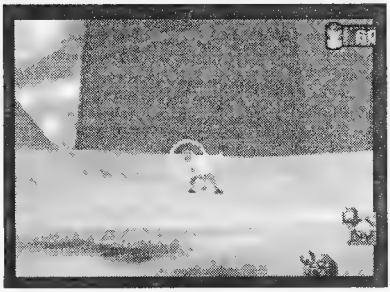
Hit Psyduck with a Pester Ball and you'll make it leap around on the logs. Don't worry if it just sinks – you can't kill the beast, no matter how much you might try to.

Nº56 Mankey

LOCATION: VALLEY

Seen it: ☐ **Special pose:** ☐





Tricky, this. At the end of the level, there's two Squirtles and a Mankey. Knock a Squirtle into the Mankey with a Pester Ball, and around the corner you'll see some Mankey magic.

Nº58 Growlithe

LOCATION: VOLCANO

Seen it: ☐ **Special pose:** ☐

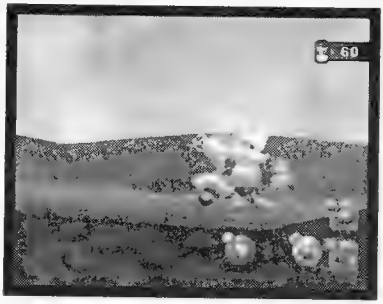
Throw Pester Balls into the three lava pits to make Growlithes (or sometimes an Arcanine) emerge. Then throw apples to draw them towards the track for a great group close-up.

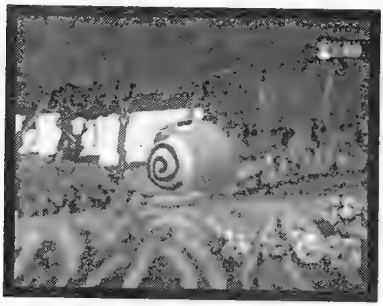
N°59 Arcanine

LOCATION: VOLCANO

Seen it: ☐ Special pose: ☐

Use the same technique as for the Growlithe shot. You won't see Arcanines as often, and which one you get seems to be down to luck. Keep trying and you'll get the shot in the end.





N°60 Poliwag

LOCATION: RIVER

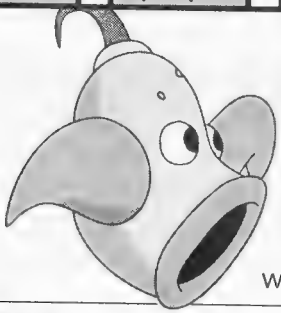
Seen it: ☐ Special pose: ☐

Three are on the ledge to the right of the start. Pester Balls will make them run into the river – snap them all as they dive in. Lob apples into the water to make 'em jump out from time to time.

N°70 Weepinbell

LOCATION: CAVE

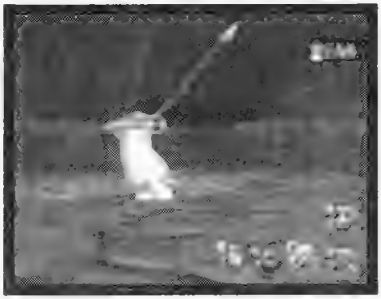
Seen it: ☐ Special pose: ☐



Keep an eye out for the Krusty the Klown lookalike just before the section with the Zubat and Pikachu. It's a Weepinbell, and it's very easy to snap.

Nº71 Victreebel

LOCATION: CAVE
Seen it: Special pose:



Aim a few Pester Balls at the Weepinbell in order to knock it into the water. If you manage this, you'll cause the monster to evolve into a Victreebel. Which is nice.

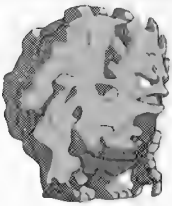
Nº74 Geodude

LOCATION: VALLEY
Seen it: Special pose:

Pester Ball time once more. Knock the Geodudes down from the vertical walls of the valley in order to obtain some better close-up shots of the stony-faced monsters.

Nº75 Graveler

LOCATION: VALLEY
Seen it: Special pose:



Look out for three dozy Gravelers lurking on a rocky outcrop. They look like three big, brown boulders. If you play the Pokéflute for them, however, they'll spring to life and start dancing. Wonderful!

Nº78 Rapidash

LOCATION: VOLCANO

Seen it: ☐ **Special pose:** ☐

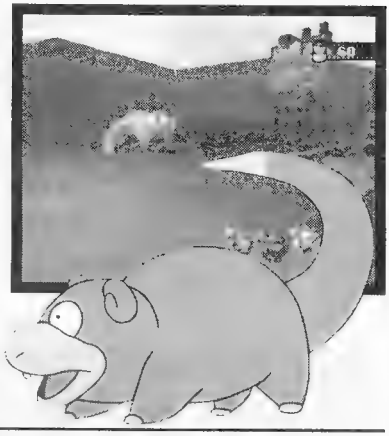
There's a Rapidash stampede near the start of the level. Throw apples at them and try to keep them rearing up until you're close enough for a decent group shot. It's worth plenty of points.

Nº79 Slowpoke

LOCATION: RIVER

Seen it: ☐ **Special pose:** ☐

Throw apples near the wooden Shellder sign on the left bank of the river. Lead the Slowpokes that appear towards the muddy spot on the bank and take a picture when they dip their tails in the water. This counts as a Fishing Slowpoke picture, worth extra Prof Oak points.



Nº80 Slowbro

LOCATION: RIVER

Seen it: ☐ **Special pose:** ☐

Following on from the Slowpoke shot above, after the dopey beasts have gone fishing at the river's edge, they will evolve into bigger, clumsier Slowbros. How convenient.

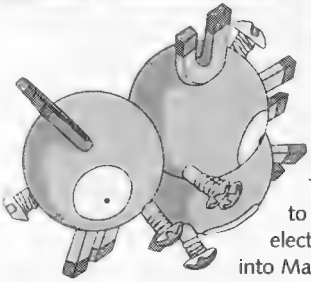
N°81 Magnemite

LOCATION: TUNNEL			
Seen it:		Special pose:	

Having trouble taking a picture through the Magnemites' electrical shielding? Throw an apple right in front of them to distract them just long enough for that crucial snap.

N°82 Magneton

LOCATION: TUNNEL			
Seen it:		Special pose:	



Throw apples at all three Magnemites to draw them together. The resultant electrical discharge will make them evolve into Magnetons. Simple, right?

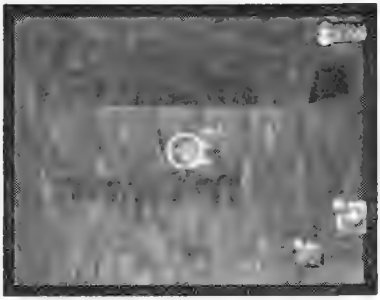
N°84 Doduo

LOCATION: BEACH			
Seen it:		Special pose:	

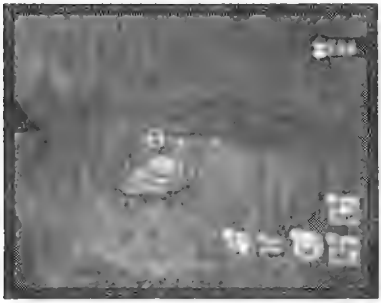
Use your speed boost to get close to the Doduo that runs in front of you at the start of the level. With a target that big, you can't fail to get a good shot of its bulbous heads.

N°88 Grimer

LOCATION: CAVE
Seen it: Special pose:



The best way to get a top shot of a Grimer is to snap the first three Grimers that appear. Each time you do, the next one will appear closer than the others, and the final one will be huge.



N°89 Muk

LOCATION: CAVE
Seen it: Special pose:

Snap the first couple of Grimers you see, then throw plenty of Pester Balls at the third. It will evolve into a Muk, and deliver a one-fingered salute in your general direction. Charming.

N°90 Shellder

LOCATION: RIVER
Seen it: Special pose:

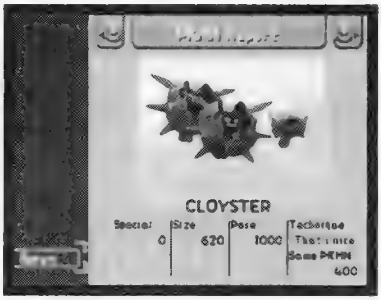
Follow the instructions for getting a picture of Slowpoke and you'll be able to snap up to four Shellders together, near the Shellder sign. This seems to be pretty much the best pic you can get of them on Pokémon Island.

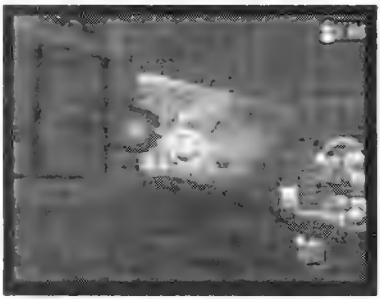
N°91 Cloyster

LOCATION: RIVER

Seen it: ☐ **Special pose:** ☐

Photograph the Shellders and hit them with Pester Balls. A Cloyster will leap out of the water a little further down the river, so keep an eye out for it and ready that shutter finger.





N°93 Haunter

LOCATION: TUNNEL

Seen it: ☐ **Special pose:** ☐

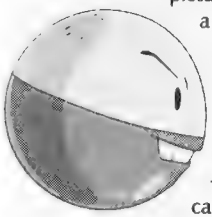
Have you seen the purple smoke flying around in a circle? Shoot lots of frames of it and, back at the lab, you'll have Haunter pics. The more you snap, the better your chances of a big score.

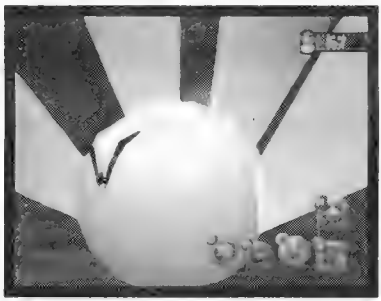
N°101 Electrode

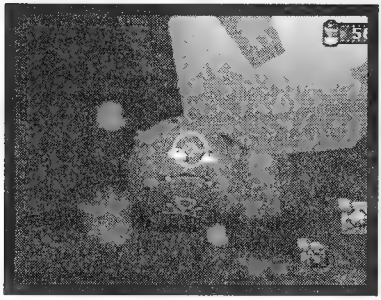
LOCATION: TUNNEL

Seen it: ☐ **Special pose:** ☐

To get a decent Electrode picture, lob a Pester Ball at them. If you can snap one of the giant orbs just as it's exploding – with light coming out of its equator – the ecstatic Prof will put you on his Christmas card list forever.







Nº109 Koffing

LOCATION: CAVE

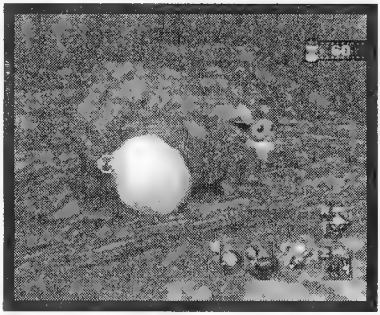
Seen it: ☐ **Special pose:** ☐

Instead of saving the Jigglypuffs from the Koffings as they fly around the caves, try to knock the cute pink blobs out of the way so you can get a decent shot of a Koffing's smiling face.

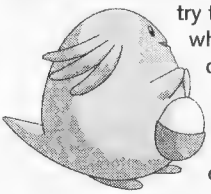
Nº113 Chansey

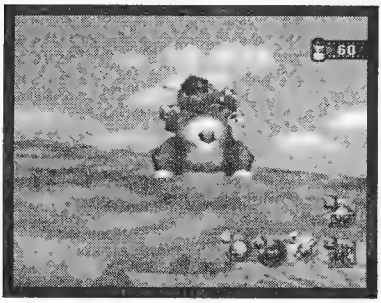
LOCATION: BEACH

Seen it: ☐ **Special pose:** ☐



The pink ball rolling around with an Eevee is a Chansey. Throw a Pester Ball at it and try to hit it when it's out in the open, not when it's obscured by rocks. If you hit it early enough, wait a few seconds and it will toss the egg up into the air, providing bonus points.



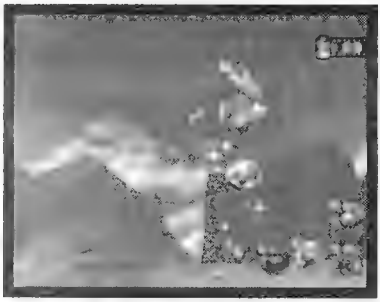


Nº115 Kangaskhan

LOCATION: BEACH

Seen it: ☐ **Special pose:** ☐

Normally stuck way off in the distance, throw a Pester Ball and it'll certainly notice you. When the monster leans over to roar its disapproval, snap away. You should get a reasonable bonus.



Nº118 Goldeen

LOCATION: VALLEY

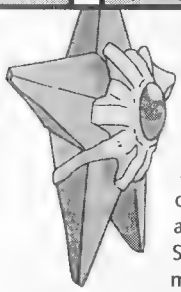
Seen it: ☐ **Special pose:** ☐

You can find a Goldeen at a few places in the valley: in front of the Magikarp; where a Dratini leaps out if you throw an apple; and just before the end gate. Attract them with Pester Balls.

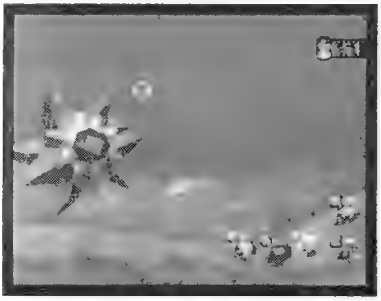
Nº120 Staryu

LOCATION: VALLEY

Seen it: ☐ **Special pose:** ☐



Staryu is an easy enough monster to take a photo of – just as long as you shoot enough frames. Getting the Staryu shot is essential if you want to snap the next monster, too...



Nº121 Starmie

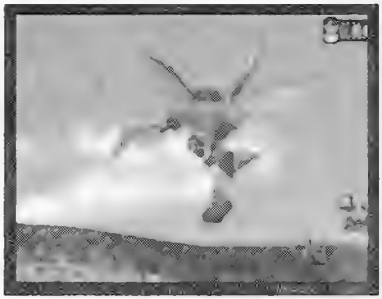
LOCATION: VALLEY

Seen it: ☐ **Special pose:** ☐

Snap Staryu and it will circle around you for a while. This is a good opportunity to get more pictures of it. When you reach the whirlpool, Staryu will evolve into Starmie. Result!

N°123 Scyther

LOCATION: BEACH
Seen it: Special pose:



Chuck some Pester Balls at the Meowth chasing a Pidgey. It'll stop on the tracks. Now throw more balls into the grass to get Scyther. Jam Zero-One against Meowth for a great close-up!

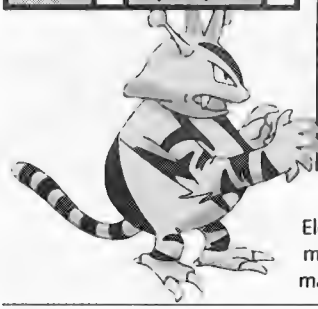
N°124 Jynx

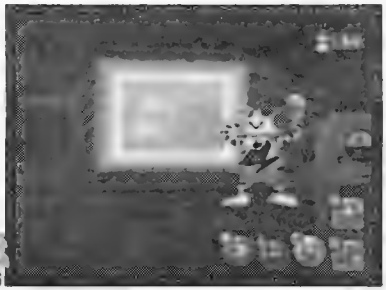
LOCATION: CAVE
Seen it: Special pose:

Two Jynxes lurk by the egg near the end of the level. The best shot of them is when they're singing, so give them a bit of the old Pokéflute to get them in the mood.

N°125 Electabuzz

LOCATION: TUNNEL
Seen it: Special pose:



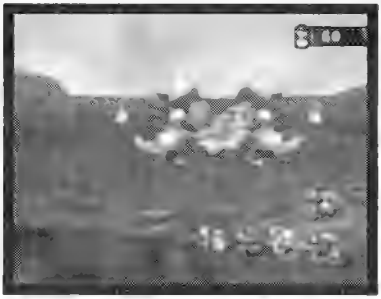


Throw apples or balls at the Electabuzz on the right of the tunnel to make it emit electricity and activate the machine. Couldn't be easier, that one.

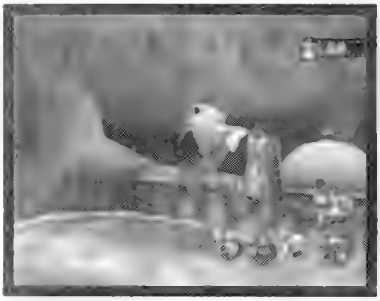
Nº126 Magmar

LOCATION: VOLCANO

Seen it: ☐ Special pose: ☐



Two Magmars near the end of the level provide a good photo opportunity. Chuck an apple right between them so they both go for it. A pic of them flaming each other will please the Prof.



Nº129 Magikarp

LOCATION: RIVER

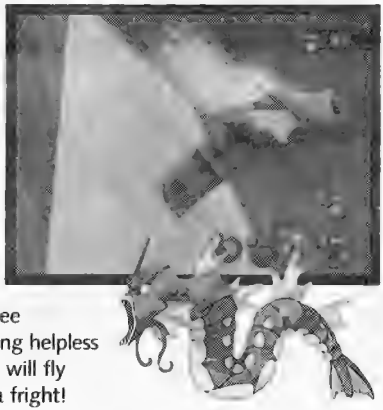
Seen it: ☐ Special pose: ☐

Throw apples into the river to make Magikarps flap out. If you want to be clever, get one to pop out very close to you, then use the speed boost to ram into it and try for a massive close-up.

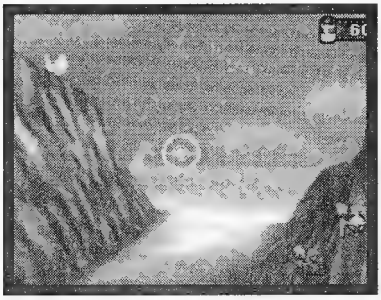
Nº130 Gyrados

LOCATION: VALLEY

Seen it: ☐ Special pose: ☐



This is another complicated shot. First of all, hit the first Magikarp so that it drops onto the land just in front of the angry Mankey. The Mankey will smack it way over the mountains. Later on, near the three Gravelers, the Magikarp will be lying helpless on the ground. Hit it again and it will fly into the waterfall. Get ready for a fright!



Nº131 Lapras

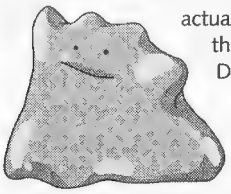
LOCATION: BEACH
Seen it: ☐ Special pose: ☐

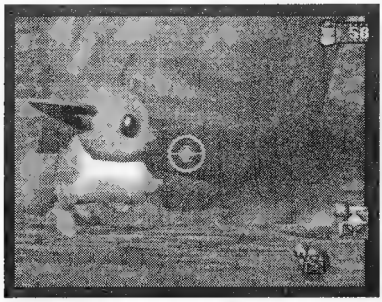
Look far out over the water for a Lapras. Snap it. Then speed along a bit and snap a second distant Lapras. Shoot the third and they'll all pop up by the shore just before Kangaskhan.

Nº132 Ditto

LOCATION: CAVE
Seen it: ☐ Special pose: ☐

All is not as it seems... Those three Bulbasaurs at the start of the level are actually three Dittos in disguise. Chuck some Pester Balls at them to cause them to change back into their true forms, then grab that group shot for some welcome bonus points.





Nº133 Eevee

LOCATION: BEACH
Seen it: ☐ Special pose: ☐

Hit the rolling Chansey when Eevee is out in the open. As soon as the rolling ball stands up and reveals itself, Eevee will leap in the air, so have your camera at the ready.

Nº137 Porygon

LOCATION: RIVER

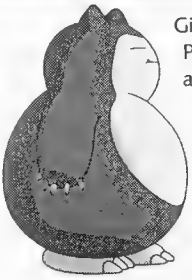
Seen it: ☐ Special pose: ☐

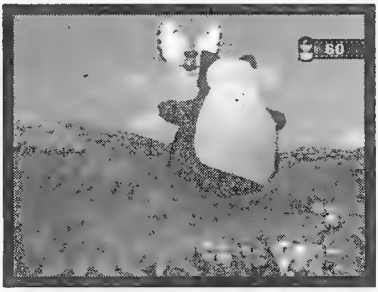
The Porygons here are textured to blend in with their surroundings. Find them just after Vileplume, mingling with the bushes. Hurl Pester Balls and they'll shed their disguises.

Nº143 Snorlax

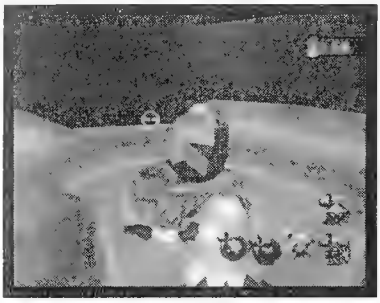
LOCATION: BEACH

Seen it: ☐ Special pose: ☐





Give the Pokéflute a bit of a blow when you see the big ol' belly of the sleeping Snorlax. Play it two more times as you move closer if you want to get the biggest scoring pose out of the massive beast.



Nº144 Articuno

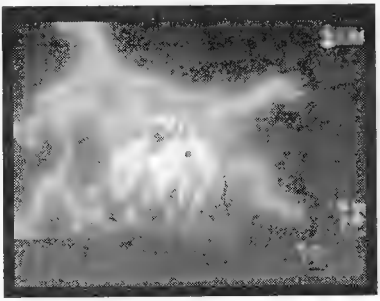
LOCATION: CAVE

Seen it: ☐ Special pose: ☐

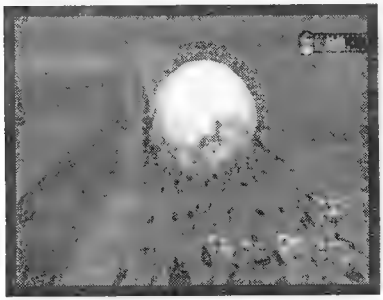
It's in the egg at the end of the level, and you must persuade the Jynxes there to sing to crack the shell. Play them a song and get a pic of Articuno emerging from its eggy hiding place.

Nº145 Zapdos

LOCATION: TUNNEL
Seen it: ☐ Special pose: ☐



Lure a Pikachu close to the large egg on the left. Play the flute, as this will make any Pikachu crank up the voltage. Zapdos will hatch – just as its wings unfold is a great time to snap.



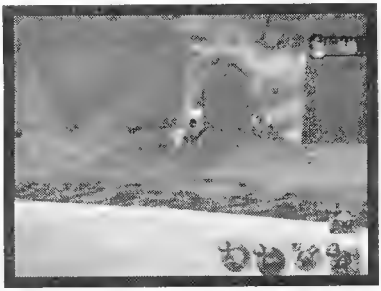
Nº146 Moltres

LOCATION: VOLCANO
Seen it: ☐ Special pose: ☐

Knock the egg into the lava and keep your lens trained on the precise spot it fell in. Moltres will emerge, and the prime time to get the shot is as it turns to you and unfolds its wings.

Nº147 Dratini

LOCATION: VALLEY
Seen it: ☐ Special pose: ☐

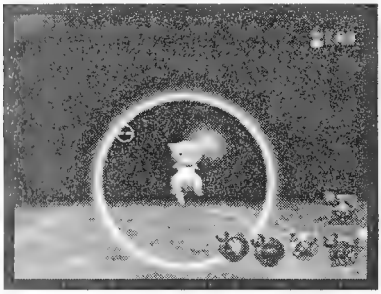


Throw apples into the river where you see a Magikarp jumping around at the start. This should attract a Dratini, although you'll have to be very quick with that shutter button if you want to snap it before it plops back into the water.

Nº149 Dragonite

LOCATION: VALLEY			
Seen it:		Special pose:	

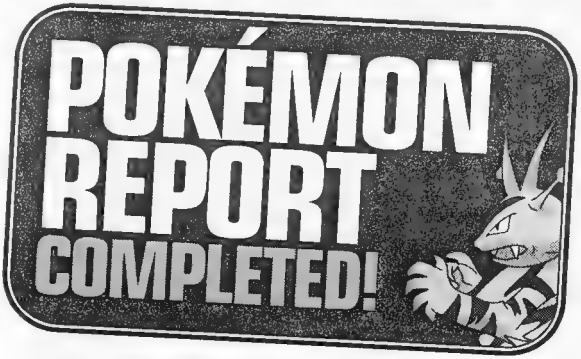
Shower the whirlpool with Pester Balls in order to attract a Dragonite. If you play the Pokéflute, you'll be rewarded with a slightly more Professor-pleasing pose.



Nº151 Mew

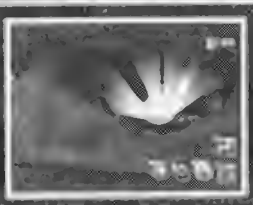
LOCATION: RAINBOW			
Seen it:		Special pose:	

So how do you get a decent picture of this frustratingly shy kitten? There are several techniques, but we favour throwing lots of Pester Balls to shatter the energy shield. As soon as Mew is loose, speed up before it returns to its shielded state, and throw apples. Repeat the process and you should get a brief chance to snap a picture as good as this one before you reach the end of the level.



UNLOCKING THE LEVELS

Need a monster, but can't figure out how to get to the level where it can be found? Some of the levels have triggers which need to be activated before you can move on...

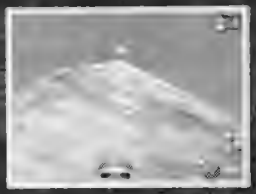


VOLCANO

This one's dead easy. In fact, you'll probably find it without even trying. But just in case you've missed it, here's how it's done. At the end of the Tunnel level, where the Magnemites gather just before the exit gate, there's an Electrode sitting to your right. Chuck a Pester Ball at it and you'll make it explode, clearing the path through to the Volcano level. Could anything be simpler than that?

CAVE

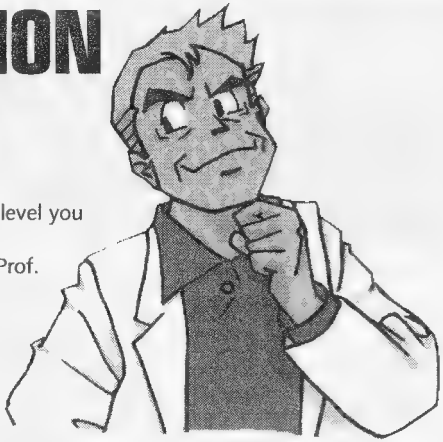
To get to the Cave level requires a little more patience, as you need a good throwing arm. At the end of the River level there's a red switch on the floor and a Porygon on the cliff very close to it. Look to the right if you haven't seen it. Throw a Pester Ball at the Porygon – a direct hit will make it press the switch which unlocks the entrance to the spooky Cave.



VALLEY SWITCH

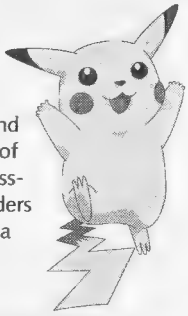
The switch on this level is the trickiest one. At the start of the Valley, knock the Squirtles out of the water. Towards the end of the level you'll see the Squirtles at the bottom of a hill on the right. Throw Pester Balls at them to make them slide up the hill and hit the Monkey at the top – there's a lot of luck involved! The Monkey should land near the switch. Hit it to knock it on and activate the trigger.

POKÉMON SIGNS

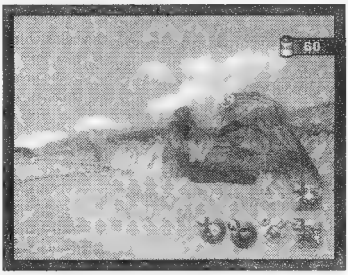


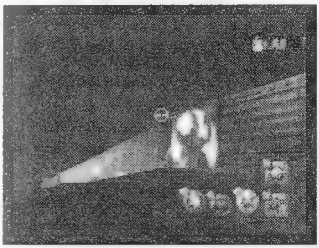
To unlock the Rainbow level you need to photograph six Pokémon signs for the Prof. Have a look at the following pictures, then read the text if you really can't imagine where these signs could be lurking...

BEACH



After the first Pikachu, turn to your left and take a photo of the set of moss-covered boulders you see – it's a Kingler rock formation.





TUNNEL

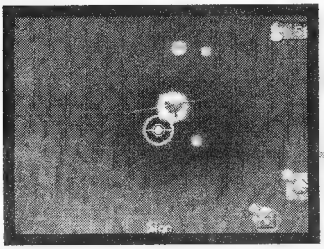
Once you've freed Zapdos from the egg, look towards the second generator on the right-hand side. When Zapdos activates it, photograph the silhouette of the Pinsir that appears. Professor Oak *will* be pleased!

VOLCANO

Throw a Pester Ball into the lava pit on the left, just after you see the first Rapidash. The smoke will form the shape of a Koffing.

RIVER

When you see the smoke rising from the Vileplume's lair, play your flute. After the smoke has vanished, you'll see a tree that resembles a Cubone.

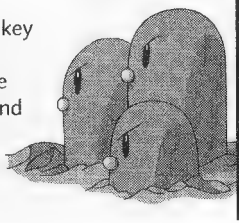


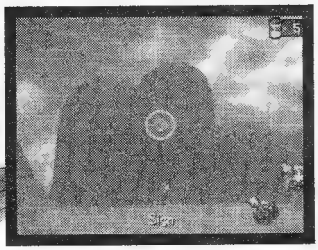
CAVE

When you see the Weepinbell by the pool, turn around and look for the bright crystals in a dark area. That's the Mewtwo constellation.

VALLEY

Ignore the Mankey at the start and take a pic of the mountains behind it. To Professor Oak, these look just like a Dugtrio.





CLASSIC KILLS

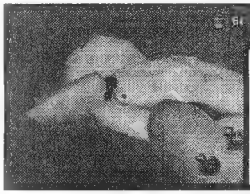
We're fully aware that the Prof isn't keen on pictures of unconscious monsters (although he often awards a 'dead pose' bonus if you make one faint in the correct way), but causing chaos on the island can be great fun. See if you can spot where we took these pictures of unnecessary violence, and try to get similar results yourself.

MONSTER:

LOCATION:

MONSTER:

LOCATION:

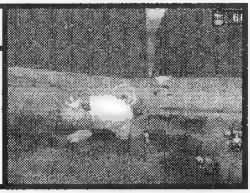


MONSTER:

LOCATION:

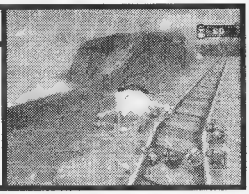
MONSTER:

LOCATION:



MONSTER:

LOCATION:

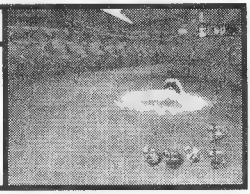


MONSTER:

LOCATION:

MONSTER:

LOCATION:



MONSTER:

LOCATION:

MONSTER:

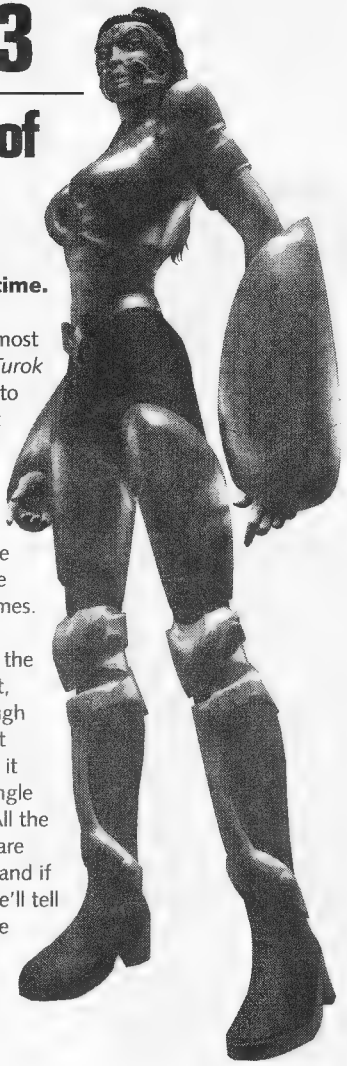
LOCATION:

Turok 3

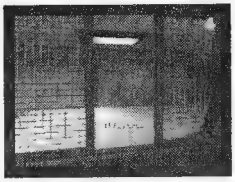
Shadow of Oblivion

Finish Danielle's mission in record time.

We know it isn't the most difficult game in the *Turok* series, and compared to the second instalment it's a walk in the park. But simplicity isn't necessarily a bad thing, and in *Turok 3*'s case, it gives us the chance to go for some stupendously quick times. Follow the directions given here, check out the pictures if you get lost, and you can zip through the entire game in not much more time than it took to complete a single level of the original. All the key items and places are marked in **bold** type, and if you flip to page 64 we'll tell you how to unlock the game's awesome Big Cheat. Time to cause some mayhem...

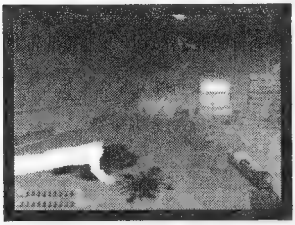


CHAPTER 1 1

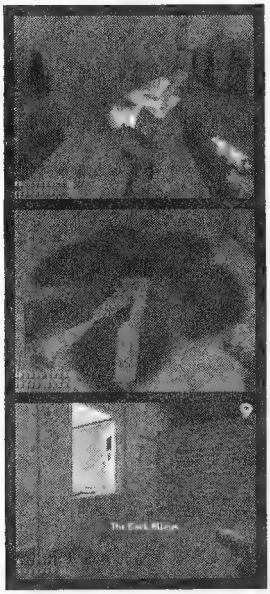


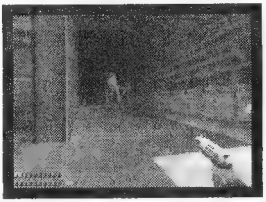
• As you walk over to the crossing point between the buildings, the walkway is destroyed by a crippled police vehicle.

• Head down the elevator and drop down the shaft. The **key** to the door is hidden in a breakable crate in the corner of the room with the headless scientist.



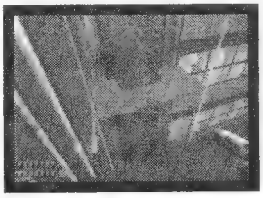
CHAPTER 1 2





• After the janitor has been dismembered, head through the back alleys, taking care to avoid running into the police.

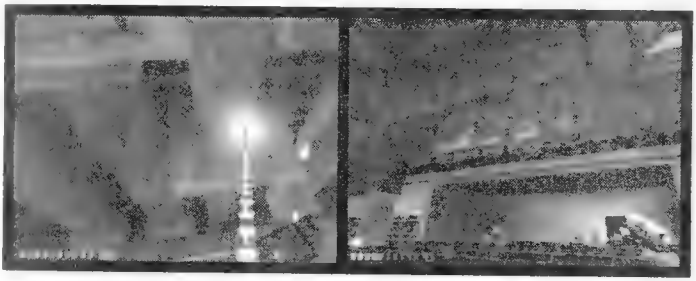
• Past the police robot there's a slope leading down to a room with a **pistol** and an elevator. Take the elevator, then jump across to the fire escape on the opposite building. Head up to get the **energy grapple**.



CHAPTER 1 3

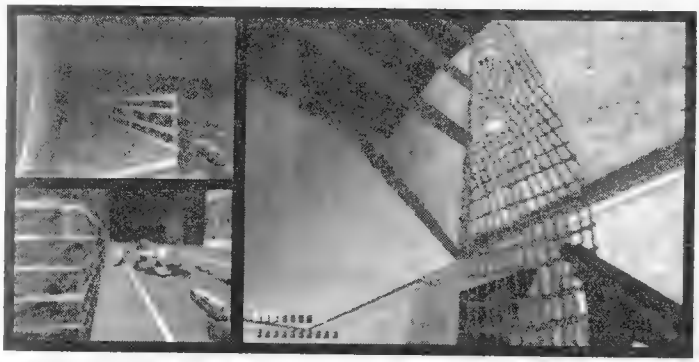
• Grapple your way to the window cleaner's gantry. There's some ammunition to the left, and the next grapple point is around the corner behind you.

• When you get to ground level, continue through the toilets of **Captain Dave's Fish House**, and descend into the sewers via the hole in the wall.

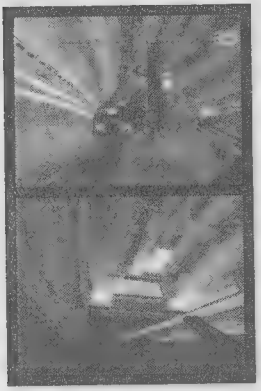


CHAPTER 1 4

• Zoom through the sewers (taking care not to get minced up by the fans on the way, of course) and grab the **shotgun** and health power-ups above ground. Up the rigging, over the derelict building and you're into the subway.

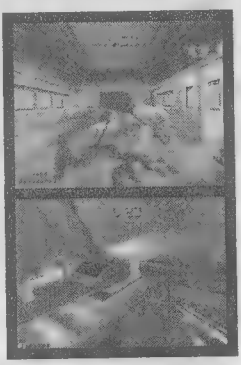


CHAPTER 1 5

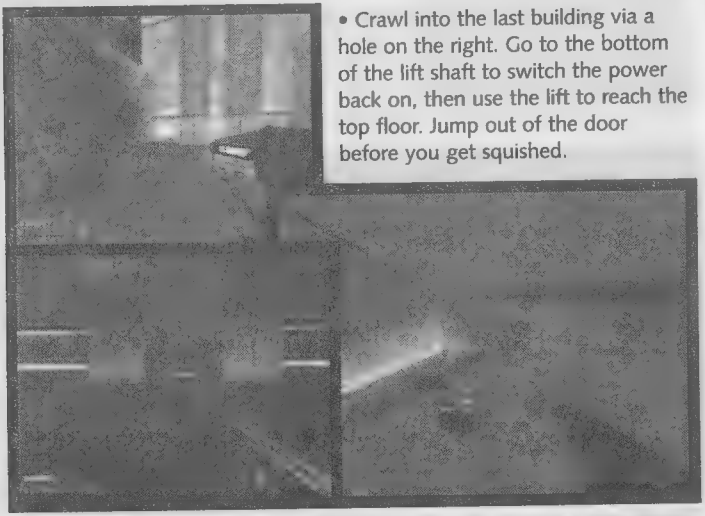


• Follow the life-force tokens for the only route to the station. Wait until a train passes before leaving any safe spot you find.

• To stop the train, don't bother killing any monsters. Just **run straight past them** until you're into the last carriage, and jump on the switch before the train piles into the rubble ahead.



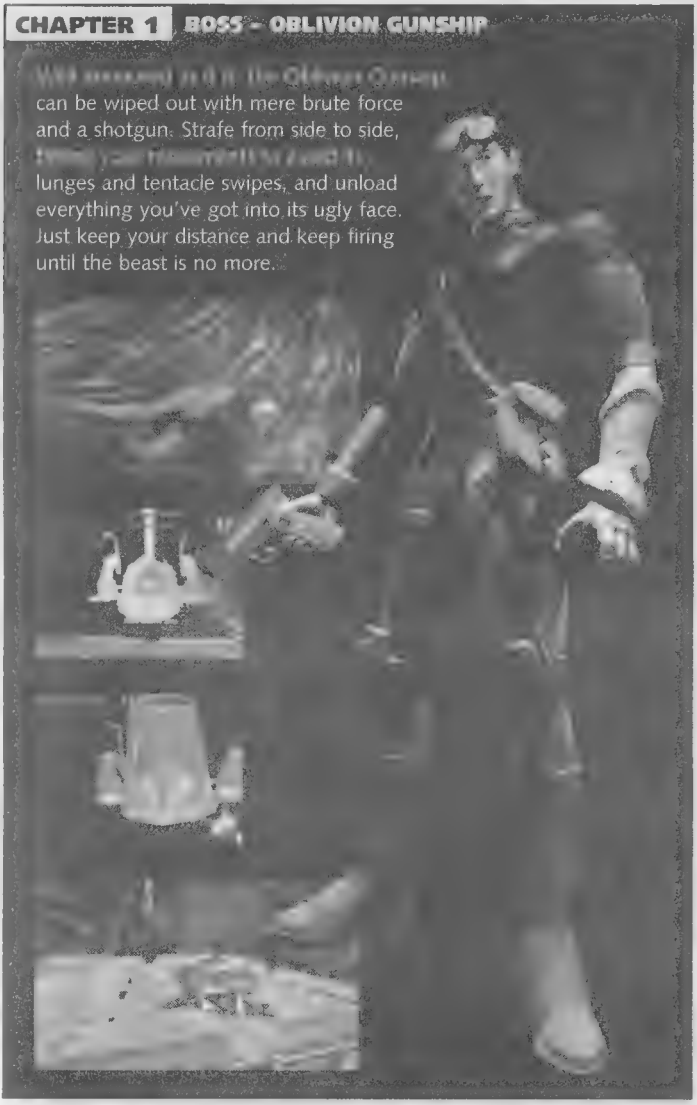
CHAPTER 1 6



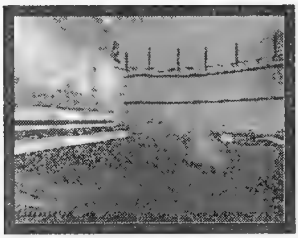
• Crawl into the last building via a hole on the right. Go to the bottom of the lift shaft to switch the power back on, then use the lift to reach the top floor. Jump out of the door before you get squished.

CHAPTER 1 BOSS - OBLIVION GUNSHIP

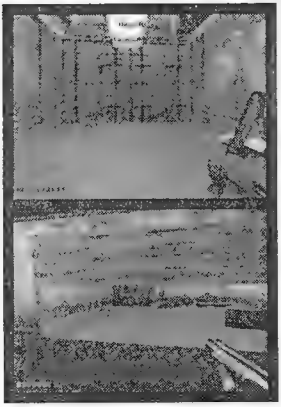
[illegible] can be wiped out with mere brute force and a shotgun. Strafe from side to side, [illegible] lunges and tentacle swipes, and unload everything you've got into its ugly face. Just keep your distance and keep firing until the beast is no more.



CHAPTER 2 1

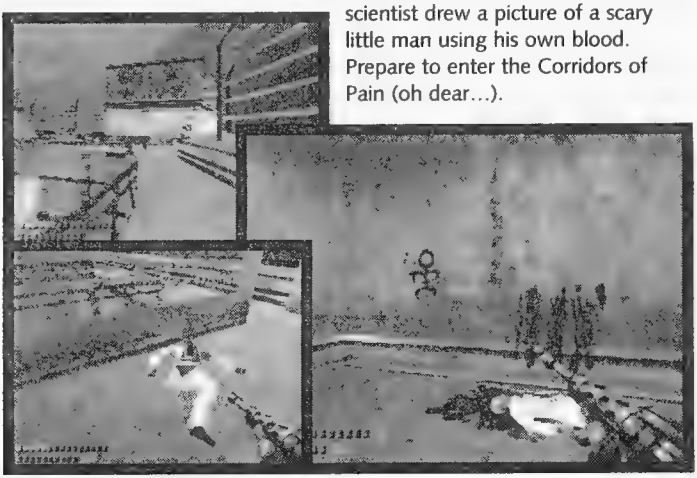


• Keep an eye open for the guards who snipe at you from the safety of their brick shelters. They can be taken out from a distance using the pistol's auto-aim, or alternatively you can just charge straight to the bunker with the roller door to the right and collect an **assault rifle**, which does the job admirably.

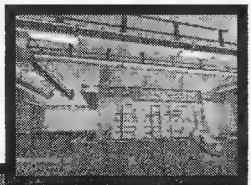


CHAPTER 2 2

• The **key card** is on the body of a scientist on the walkway above you. Grab it, then return to the bio-containment door, where another dead scientist drew a picture of a scary little man using his own blood. Prepare to enter the Corridors of Pain (oh dear...).



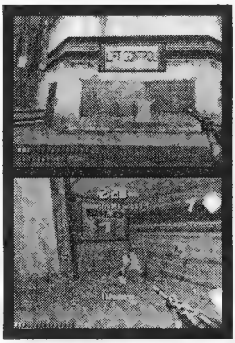
CHAPTER 2 3



• Once through the sparsely populated corridor, you'll enter the area with the main access lift. Climb up the side of the central structure and follow the walkway to a bunker with a ladder leading up.

• You need a **lift access keycard**, so find the dead scientist in a building to the right of the start.

CHAPTER 2 4



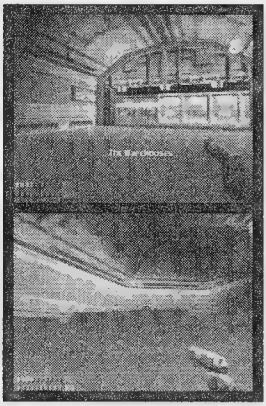
• Walk straight ahead to find the **lift control panel**. There are some grenades upstairs, too. Drop down to the helipad lift to meet up with a dying scientist.

• Deactivating the warheads is simple enough. Go through the door ahead to find the first one - the control switch is in the room above.

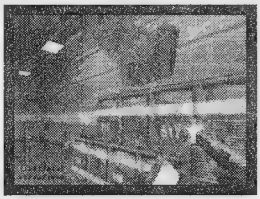
• Return to the scientist and drop down the side of the helipad, back into the main area. Then make your way through the door and make a U-turn to the door marked 'Silos 2,3,4'. Follow the sign and **take them out in order**.

• The control room for the last two silos is accessed through the sliding door on the left-hand side. After deactivating them, go across the walkway and press the **button** to call a halt to the destruct sequence. Good work, but it's not all over yet...

CHAPTER 2 5



• Go back to the main elevator and down to the dark hangar. The exit is behind the two guards.

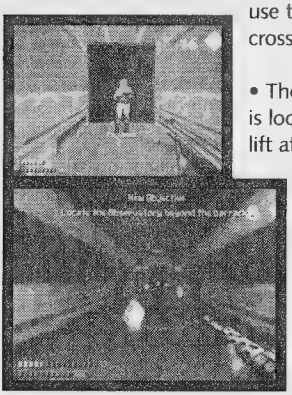


• Head through the warehouse, avoiding the disgusting sucker-faced muties, and hop over the crates, using extreme violence to take out the two guards. With any luck, the guards in the next area will blow each other to pieces, so you'll have little to worry about.

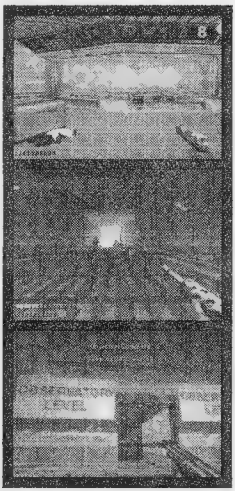
• Shoot the **red barrel** on top of the green crate to blast through the wall.

CHAPTER 2 6

• Go to the area behind the glass to reactivate the lights in the dark hangar. Fight your way through to the barracks on the other side, then use the grapple to cross the chasm.



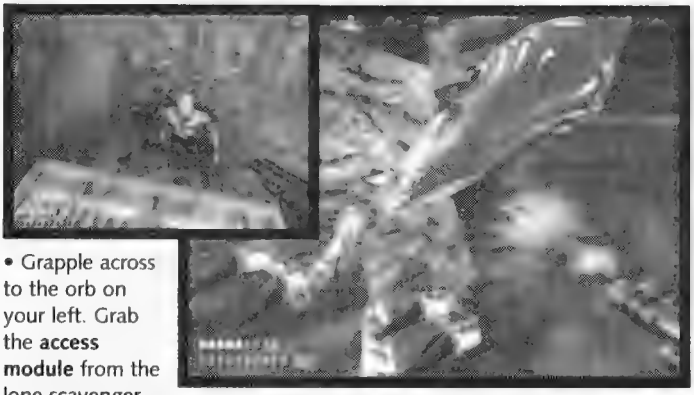
• The observatory is located down the lift at the back of the ruined barracks. Stock up on ammunition and head to the **sub-pen** to the left for your first battle with a boss.



CHAPTER 2 BOSS - THE XIPHIAS

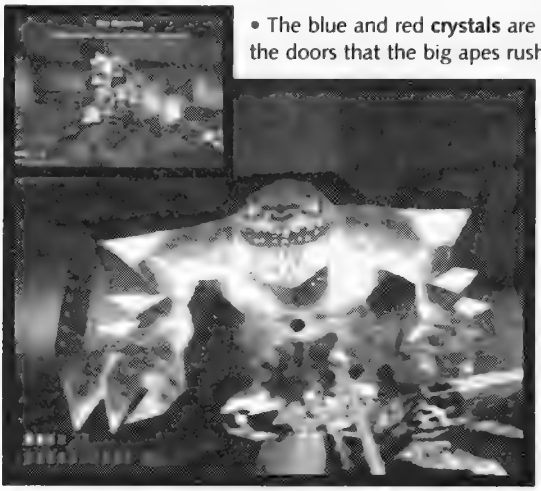
This giant lobster sure means business, and if he manages to lock you into his pool, you're instant fricassee. Get yourself up onto one of the platforms as the ice comes too close, and he shouldn't be able to touch you. Keep his eyes at the right angle to you, and climb the central ladder. Pull the switch to drop the rock on his head. Then repeat until Xiphias is no more.

CHAPTER 3 1



• Grapple across to the orb on your left. Grab the **access module** from the lone scavenger, unlock the door, then climb the plane wreck and head for the red tunnel to meet your first dinosaur.

CHAPTER 3 2



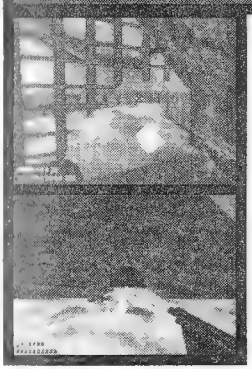
• The blue and red **crystals** are located behind the doors that the big apes rush out of, along with the Tek Bow. Expect a dinosaur onslaught when you collect each one, and even more of the little critters to arrive on the scene when you place the crystals in the slots on either side of the large door.

CHAPTER 3 3

• Follow the signs for the control room (up the ramp) in order to find a second **access module** and open up the store room. Get the **battery**.

• Head through the other door down below and press the switch on the wall. Continue down the corridor to a room with a policeman in a water tank. The guard you'll find in here has an **access module**.

CHAPTER 3 4



• Get the **red fuse** and then take the lift down.

• Head through a small opening in the grate ahead, and go straight on past the dam to get the **green fuse**.

• Turn around and head back to the big pipe leading to the underground pump, where the **blue fuse** awaits.

• Go back the way you came and use the fuses. Return to the control room to open the flood gates (and get the **vampire gun**).

CHAPTER 3 5

• Swim to the far side of the water and inch your way around the edge of the wall to the broken section.

• Past the crashed biplane, grapple up to collect a **grenade launcher**. Continue onwards to meet another Pur-lin ape – use the vampire gun, if you get close enough, for the hilarious effect shown in the bottom screenshot.

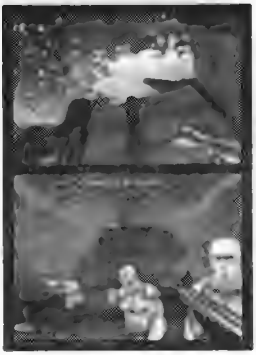
• Grapple up to the castle to collect a **Firestorm cannon** and go down the vents as well when you're inside.

CHAPTER 3 BOSS - THE OPISTHOR

Opisthor into the garbage disposal unit he so unwisely chose as his home. To do this you must whittle away his health

slimy blob sinks below the surface. It's

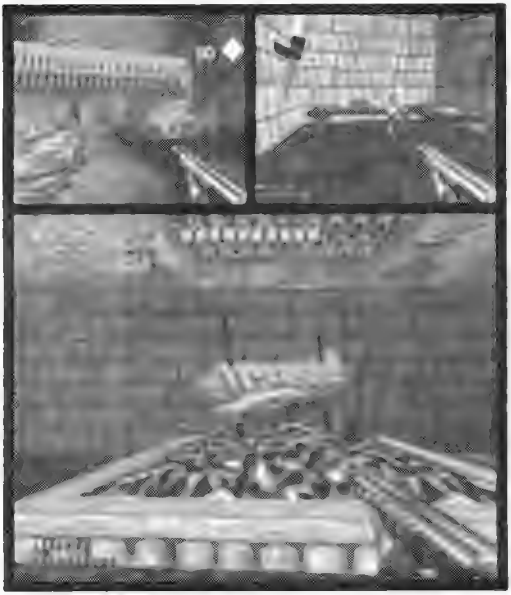
CHAPTER 4 1



• Use the grapple to pull yourself over the large wooden door.

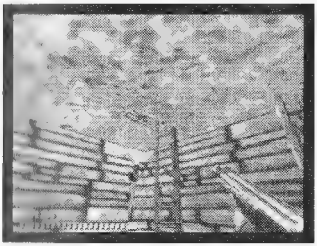
• Just follow the path until you come across the **altar**, which is being defended by the grenade-happy gatekeeper and some of his mates. Once you've given him a taste of his own medicine, nip through the gate and drop down into the hole.

CHAPTER 4 2



• Drop down to the lower level beyond the waterfall and engage in some light slaughtering. Grapple up to the orb, way up on the cliff to your right, and crawl through the hole to pass the first gatehouse.

CHAPTER 4 3



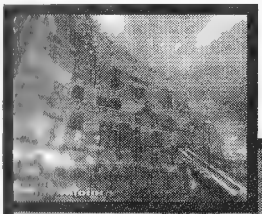
• Go down the hill to the left-hand side of the waterfall and look for a spiralling path to your right, just before the **drawbridge**. Get yourself to the top and jump down onto the ledge below you.

• Flip the first switch to lower the drawbridge.

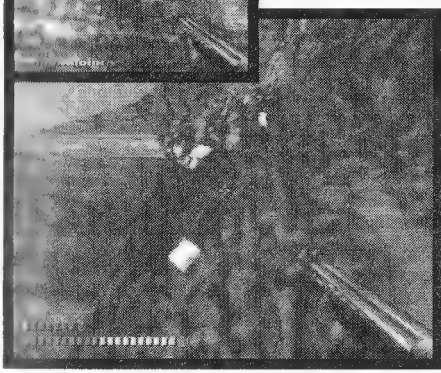
• Flip the second switch to descend into the command centre, where the switches to open the bunker are located. Hit these, then climb the ladder and follow the corridor to the left to find yet another switch to flip.

CHAPTER 4 4

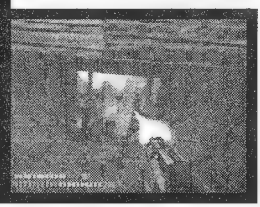
• Grapple back to the orb and flip the switch in the newly opened room of the first gatehouse.



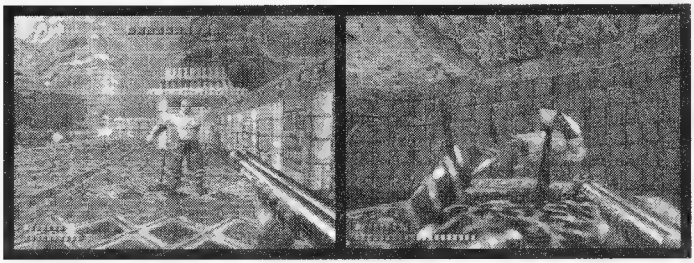
• Head all the way back down the river, where the drawbridge will now be lowered. Go up the stairs in the second gatehouse and exit via the **back** of the upper level.



• In the next fortress, take out the monster you find performing an **autopsy** to access the Warlord's section.



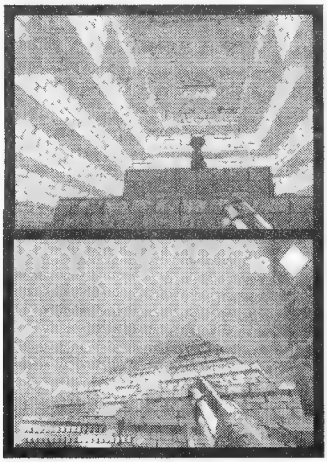
CHAPTER 4 5



• The Warlord might think he's a boss, but he's not much harder than a normal enemy when you know what to do with him. His health is replenished once you get it down to the last block, so shoot him until he's just moments away from an automatic recovery.

• Next, lure him upstairs and get him to stand on the **trapdoor** in the corner. Shoot him again and his recovery cycle will start, giving you enough time to flip the switch and send him to his death.

CHAPTER 4 6



• Ascend the barracks via the ladders. There's a climbable wall to the left, marked with life-force tokens. Follow the tunnel, flipping all the switches.

• The only puzzling bit here is in the gatehouse room at the end. To get the item needed to activate the lock upstairs, look upwards and shoot the grate above you. A body will fall down, activating the switch that releases the **sceptre**.

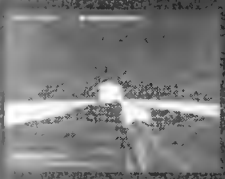
CHAPTER 4 7

• Just walk up to the base of the **pyramid** to open it. The **ice gem** is on top of the structure inside, guarded by a Warlock and a Skeleton Warrior in each corner of the room.

• Drop downstairs and flip the switches to get the **fire orb**. Placing the orb in the hole next to the big door will open up the route underground.

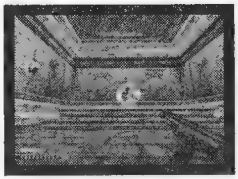
• The underground section is a rather tedious matter of shooting lava blobs and rocks to form platforms. Ignore the nursery section after the air ride – unless you want to get hold of a **cerebral burst** – and drop down onto the platforms below. Much backtracking later, you'll be on your way to the boss encounter.

CHAPTER 4 BOSS – ALPHA FIREBORN



He's just about the easiest boss of the lot. All you need to do is shoot the lava blob on the ceiling to form a crust on top of the beloved pool. When he's out of the lava he's about as hard as a wet tissue. Don't feel sorry for him. Shoot him to pieces as he tries to claw his way back into the warmth. His fellow Fireborns will try to break the crust for him, so shoot them too. Once he's dead, exit via the chute and lower the drawbridge.

CHAPTER 5 1



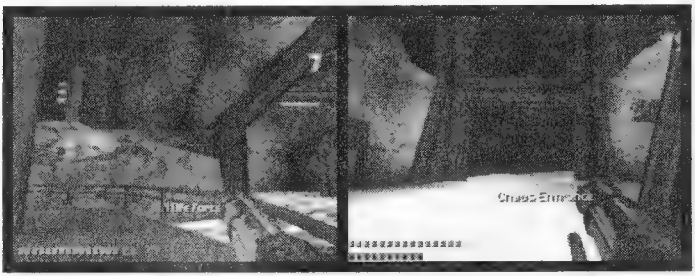
• Wipe out the welcoming committee and continue straight ahead to the warp portal and the **Razorwind**.

• Through the portal, a small army of axe-wielding monsters will assault you. An explosive weapon is good here, and just around the corner lies the **RPG rocket launcher** plus some health.

CHAPTER 5 2

• Continue round the side of the lava pit and across to the other side, following the life-force tokens.

• Go through the double doors. There are sniper robots here, and the way up to the next level is via a door to the left.



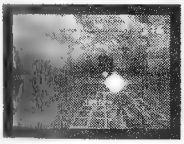
CHAPTER 5 3

• Flip the switch to activate an **energy bridge**, and proceed to the other side. Go down the hole and through into a big cave.

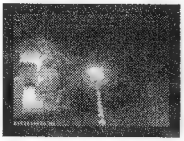
• Hope you haven't forgotten your precision jumping technique from the first *Turok* game, because you really don't want to fall in that lava pit...

CHAPTER 5 4

• Head down the next hole and you're into Oblivion's HQ. Mind the monster lurking at the bottom!

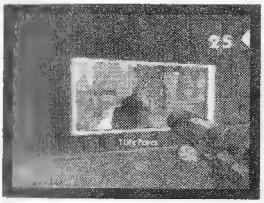


• Make your way into the control room and press the switch to move the **ore transporter**. Use the grapple to get yourself across the lava pit.

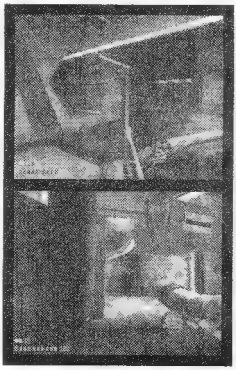


CHAPTER 5 5

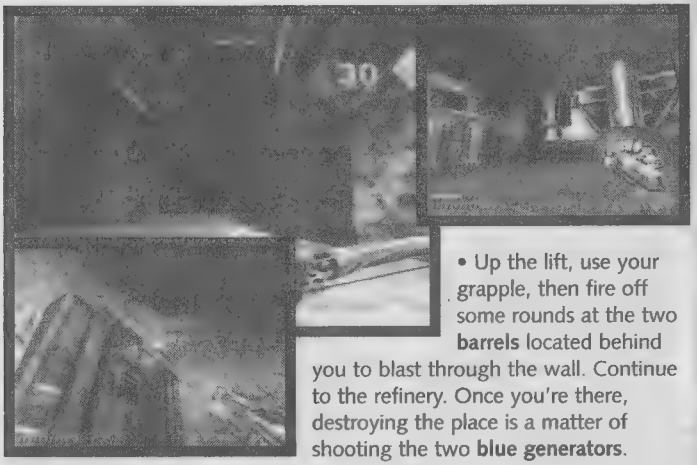
• Walk on the rail and jump through the window. Drop down to open the next gate. Go through the **yellow door** to the left and press the two switches. Go through the new door and jump onto the ore transporter.



• Getting through the **gauntlet** is all about dodging from side to side to avoid the sniper fire. Shoot as many enemies as you can, but concentrate on staying alive.



CHAPTER 5 6



• Up the lift, use your grapple, then fire off some rounds at the two **barrels** located behind you to blast through the wall. Continue to the refinery. Once you're there, destroying the place is a matter of shooting the two **blue generators**.

CHAPTER 5 7

• Go back down the cable lift and follow the path up a tall ladder, then flip another switch. Go through the door that just opened and through the **crystal processing area**. Shoot two barrels to open up the way through.

• Take the door to the right and use the lift. Then use the grapple to get yourself across the lava and up on to a platform with a monster.

• Flip three switches in the next large room to activate another energy bridge and open the door. The **child** is here...

CHAPTER 5 BOSS – OBLIVION

As you might expect, he's evil – so evil he gets three whole strength bars. Stay as far out of his reach as you can, circling to avoid his fire. When he lunges for you, shoot him in the hand. He really doesn't like that at all. After a few hits he'll stop to catch his breath – this is when he's vulnerable. Blast away at the gaping mouth in the centre of his chest. If you're lucky, you should [illegible] the last dregs of health before he recovers. He'll regenerate after that, so repeat the process two [illegible]

CHAPTER 5 BOSS 2 – ESSENCE OF OBLIVION

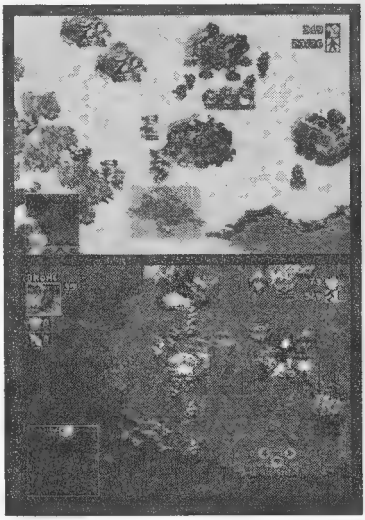
There are two more switches to throw – found either side of a central walkway – before you get to see Oblivion's final form. Once you've activated the energy bridge, Oblivion is straight ahead. In his Joshua disguise, he's a slippery customer. Treat him like a deathmatch bot and don't let him out of your sight – circle strafing will keep you out of the way of his shots. Once he's dead, sit back and enjoy the credits, and stay tuned for a preview of the next *Turok* adventure, this time on the spanking new Gamecube.

STARCRAFT 64

Get extra minerals and gas

Episode 5, Terran Mission 7 – Patriot's Blood

Surround the creature in the cell in the upper-middle section of the map, then press B to get the cheat.



Mega Build

On level one of the Zerg campaign, take the right-hand path down into the corner after you save the first two hives. Pick up the data disc for the cheat.

Invincible units

Finish the first three episodes.

Open the Tech Tree

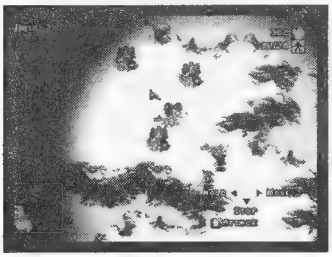
Episode 3, Protoss Mission 6 – Into the Darkness

Follow the hall at the start until you reach the staircase. Don't go down it, but head left and down the hallway. You'll be told to turn back, so double-back a little, but then head back towards the dead-end.

Turn off Fog of War

Episode 3, Protoss Mission 3 – Legacy of Xel'Naga

Head north from your base and touch the white flag to net the cheat.



Unlimited mana

Finish all of the game's 56 missions.

All research

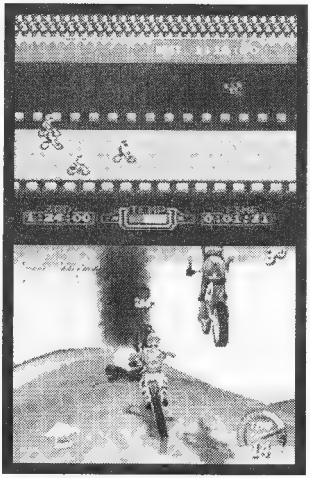
Episode 6, Zerg Mission 6 – The Amerigo

When you find the cage full of animals, dispatch Kerrigen to the bottom left of the pen to unlock the cheat.

EXCITEBIKE 64

CHEAT MENU

Ninty's rip-roaring motocross game *Excitebike 64* has a built-in cheat mode. To access it, go to the main menu and hold L, Right-C, Bottom-C and A. Here are the codes we know about so far – we bet there are lots more hidden away in there too.



Stunt Bonus

Enter SHOWOFF at the cheat menu.

Invisible bikers

Enter INVISRIDER at the cheat menu.

Big Head mode

Enter BLAHBLAH at the cheat menu.

UNLOCK BONUS MODES

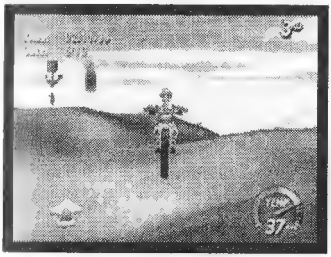
Here's how to get *Excitebike*'s very cool bonus games. Sorry, you can't cheat your way to these!

Hill Climb

Finish first in the Gold round of the amateur season to unlock the frighteningly difficult Hill Climb bonus game.

NES Excitebike

Go retro with the original NES *Excitebike*. All you have to do to unlock it is complete the tutorial mode.



Soccer

Finish first in the Silver round of the novice season and you'll be able to play your mates at motorbike football. Ace!

Excite 3D

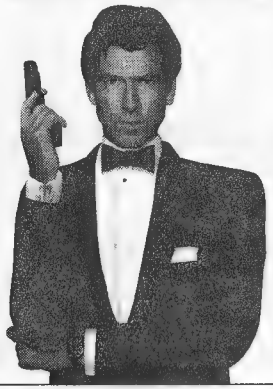
Finish first in the Challenge round of the pro season to play the tasty 3D version of NES *Excitebike*.

GOLDENEYE

Despite the magnificent *Perfect Dark* being the most popular N64 game of the past year, we're sure *GoldenEye* hasn't been forgotten. And just in case anyone's still searching around for the last few cheats, here's how to do the lot without even trying. The following codes should be entered on the appropriate screen, and although they're all quite long and unlikely looking, they all work. It's a question of timing your button presses and getting a good rhythm going. Press the correct buttons together, release them and move on to the next step within about three quarters of a second. Practice makes perfect!

CHARACTER SELECT SCREEN

Extra characters (multiplayer)



L+R+Left-C
L+Top-C
L+R+Left on the D-pad
L+Right on the D-pad
R+Down on the D-pad
L+R+Left-C
L+Top-C
L+R+Right on the D-pad
L+R+Bottom-C
L+Down on the D-pad

DURING THE GAME

Invincibility

L+Down on the D-pad
R+Right-C
R+Top-C
L+Right on the D-pad
L+Bottom-C
R+Top-C
L+Right on the D-pad
R+Down on the D-pad
L+Left on the D-pad
L+R+Right-C

All guns

L+R+Down on the D-pad
L+Left-C
L+Right-C
L+R+Left-C
L+Down on the D-pad
L+Bottom-C
R+Left-C
L+R+Right-C
R+Up on the D-pad
L+Left-C

Max ammo

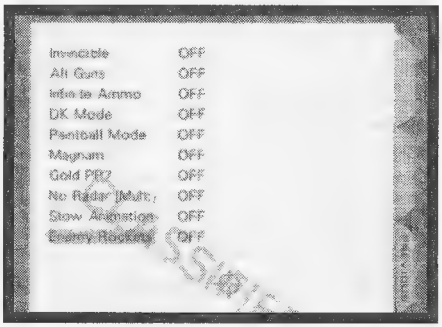
L+R+Right-C
R+Up on the D-pad
R+Down on the D-pad
R+Down on the D-pad
L+R+Right-C
L+R+Left on the D-pad
R+Down on the D-pad
R+Up on the D-pad
L+R+Right-C
R+Left on the D-pad

Line mode

R+Bottom-C
L+R+Down on the D-pad
L+Right on the D-pad
R+Top-C
L+R+Right-C
R+Up on the D-pad
L+Down on the D-pad
L+Right on the D-pad
R+Left-C
R+Top-C

Invisibility

R+Left-C
L+R+Top-C
L+R+Left on the D-pad
L+R+Up on the D-pad
R+Up on the D-pad
L+Left-C
R+Top-C
L+Bottom-C
L+R+Left on the D-pad
R+Right on the D-pad



ON THE CHEATS SCREEN

Paintball mode

L+Up on the D-pad
Top-C
R+Right on the D-pad
L+R+Left-C
L+Up on the D-pad
R+Bottom-C
L+Bottom-C
L+R+Bottom-C
L+R+Up on the D-pad
L+Bottom-C

Invincibility

R+Left on the D-pad
L+Down on the D-pad
Left on the D-pad
Up on the D-pad
Down on the D-pad
R+Left-C
L+Left-C
L+R+Left on the D-pad
L+R+Right on the D-pad
L+Left-C

DK mode

L+R+Up on the D-pad
Right-C
R+Left on the D-pad
R+Up on the D-pad
Up on the D-pad
R+Right on the D-pad
Up on the D-pad
L+R+Bottom-C
L+R+Down on the D-pad
L+R+Left-C

Twin grenade launcher

R+Down on the D-pad
R+Up on the D-pad
Right on the D-pad
L+R+Bottom-C
L+Right on the D-pad
R+Left on the D-pad
Left on the D-pad
Down on the D-pad
Up on the D-pad
R+Bottom-C

Twin rocket launcher

R+Right on the D-pad
L+Up on the D-pad
Down on the D-pad
Down on the D-pad
R+Bottom-C
L+Left on the D-pad
L+Left-C
R+Up on the D-pad
R+Down on the D-pad
R+Left-C

Turbo mode

L+Down on the D-pad
L+Bottom-C
L+R+Up on the D-pad
R+Bottom-C
Left on the D-pad
R+Down on the D-pad
L+Bottom-C
Up on the D-pad
R+Down on the D-pad
L+Right on the D-pad

ON THE CHEATS SCREEN

No radar (multi)

R+Up on the D-pad
Bottom-C
Left-C
Top-C
L+Down on the D-pad
R+Up on the D-pad
Left-C
Right on the D-pad
R+Left on the D-pad
R+Right on the D-pad

Fast animation

L+Bottom-C
L+Left-C
Bottom-C
Right-C
Left-C
L+R+Right on the D-pad
Right-C
L+R+Up on the D-pad
R+Left-C
L+Left on the D-pad

Tiny Bond

L+R+Down on the D-pad
R+Down on the D-pad
L+Bottom-C
Left on the D-pad
R+Left-C
L+R+Bottom-C
Right on the D-pad
Down on the D-pad
R+Bottom-C
R+Right on the D-pad

Bond invisible

L+R+Left-C
L+R+Bottom-C
L+Left-C
R+Left-C
R+Right on the D-pad
L+R+Left on the D-pad
L+Right on the D-pad
Left on the D-pad
L+R+Left-C
L+Down on the D-pad

Twin throwing knives

R+Left-C
L+Left on the D-pad
Up on the D-pad
L+R+Right on the D-pad
Right on the D-pad
L+R+Left-C
L+R+Left-C
R+Down on the D-pad
R+Left on the D-pad
R+Left-C

Enemy rockets

L+R+Bottom-C
Left-C
R+Bottom-C
Bottom-C
Bottom-C
L+R+Bottom-C
L+R+Up on the D-pad
Bottom-C
R+Up on the D-pad
L+Up on the D-pad

ON THE CHEATS SCREEN

Slow animation

L+R+Left on the D-pad
L+R+Left on the D-pad
L+R+Down on the D-pad
L+R+Left on the D-pad
Right-C
L+R+Down on the D-pad
L+R+Down on the D-pad
L+Down on the D-pad
Left-C
Top-C

Twin RCP-90

Up on the D-pad
Right on the D-pad
L+Left on the D-pad
R+Down on the D-pad
L+Up on the D-pad
L+Left-C
L+Left on the D-pad
Right-C
Top-C
L+R+Down on the D-pad

Silver PP7

L+Left on the D-pad
L+R+Up on the D-pad
L+Right on the D-pad
L+R+Up on the D-pad
L+R+Left-C
L+R+Left on the D-pad
L+R+Down on the D-pad
Bottom-C
L+R+Right on the D-pad
L+R+Left on the D-pad

Twin hunting knives

R+Bottom-C
L+Right on the D-pad
R+Left-C
R+Right on the D-pad
L+R+Right on the D-pad
L+R+Up on the D-pad
L+Down on the D-pad
R+Left on the D-pad
L+Right on the D-pad
L+Left-C

Infinite ammo

L+Left-C
L+R+Right on the D-pad
Right-C
Left-C
R+Left on the D-pad
L+Bottom-C
L+R+Left on the D-pad
L+R+Bottom-C
L+Up on the D-pad
Right-C

Gold PP7

L+R+Right on the D-pad
L+R+Down on the D-pad
L+Up on the D-pad
L+R+Down on the D-pad
Top-C
R+Up on the D-pad
L+R+Right on the D-pad
L+Left on the D-pad
Down on the D-pad
L+Bottom-C

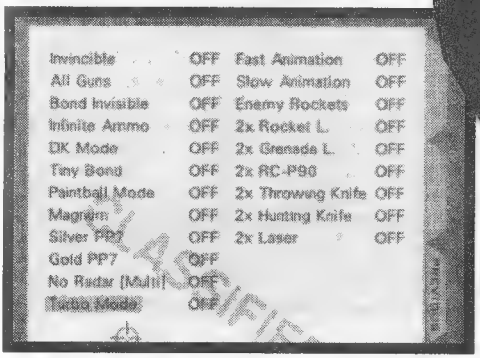
ON THE CHEATS SCREEN

Twin Lasers

L+Right on the D-pad
L+R+Left-C
L+Down on the D-pad
R+Left on the D-pad
R+Down on the D-pad
L+Right on the D-pad
Top-C
Right on the D-pad
R+Right on the D-pad
L+R+Up on the D-pad

All guns

Down on the D-pad
Left on the D-pad
Top-C
Right on the D-pad
L+Down on the D-pad
L+Left on the D-pad
L+Up on the D-pad
Left-C
Left on the D-pad
Bottom-C



TUROK 3 THE BIG CHEAT

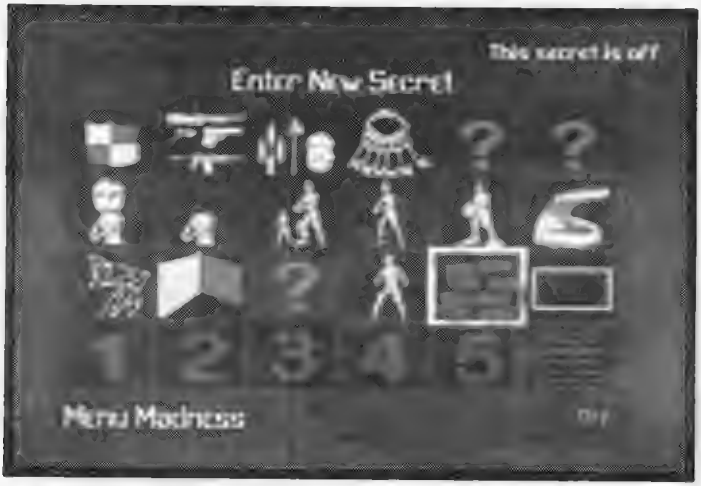
Still here? You must be after the ultimate *Turok 3* cheat. Simply enter these two codes, one after the other, and the Secrets menu will offer up all sorts of wonderful surprises.

Part 1

Make a 'T' pattern starting from the top left corner. So select the first shape, then go right, right, left, down, down, selecting each shape you land on. Bingo – some essential cheats!

Part 2

Select the fifth shape on the top row and make a '3' pattern. So that's right, down, left, down right, left. Almost all of the remaining cheats will be opened up for you. Nicely!



Pokémon Snap

Turok 3

Looking for monsters? Our essential field guide reveals how to track them all down!

Plus: cruelty to Pokémon...

DOUBLE GAME GUIDE +

N64 MAGAZINE

DOUBLE GAME GUIDE +

Blast through Acclaim's latest gore-filled shooter in no time at all with our handy step-by-step guide. Easy as 1-2-3!

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